

Michael Grund

Freelance Houdini FX Artist / TD

Personal Information

Name: Michael Grund
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Profile

I am a freelance FX Artist/TD with more than 10 years working experience in the movie industry. My objective is to create high-end visual effects for film and television.

Over the past years, I've successfully worked with various studios, delivering high-end FX for a wide variety of productions. My past work includes complex simulations such as destruction, fire, smoke, fluids, particles and other procedural effects. On top of this I have experience in building FX-tools to be distributed among a team of FX-artists. While my focus lies on FX I have some familiarity with modeling, animation, shading, lighting, rendering and compositing.

I'm self-sufficient, well-organized, and experienced in adapting to different VFX-pipelines while maintaining a clear and timely communication.

Career

04.2026 - 06.2026	Freelance FX-Artist at Lumatic Animation & VFX GmbH
08.2025 - 10.2025	Freelance Houdini FX-TD at TRIxTER GmbH, Berlin (hybrid)
06.2024 - 12.2024 02.2023 - 12.2023	Freelance FX-Artist at Outpost VFX, Bournemouth (remote)
02.2022 - 09.2022	Freelance FX-Artist at Illumination Mac Guff, Paris (remote)
2021	Sabbatical
03.2020 - 08.2020	Freelance Houdini FX-TD at TRIxTER GmbH, Berlin (hybrid)
10.2019 - 02.2020	Freelance Houdini FX-TD at RISE FX GmbH, Berlin
05.2019 - 09.2019	Freelance Houdini FX-TD at TRIxTER GmbH, Berlin
03.2019 - 05.2019	Freelance Houdini FX-TD at Celluloid Visual Effects GmbH & Co. KG, Berlin
06.2018 - 10.2018	Freelance Houdini FX-TD at MovieBrats Studios GmbH, Berlin
01.2017 - 01.2018	Freelance Houdini FX-TD at TRIxTER Berlin GmbH, Berlin
08.2016 - 11.2016	Freelance Houdini FX-TD at MovieBrats Studios GmbH, Berlin

10.2015 - 04.2016	Freelance Houdini FX-TD at Chimney GmbH & Co. KG, Frankfurt am Main
02.2015 - 04.2015	Freelance Houdini FX-TD at RISE FX GmbH, Berlin
09.2014 - 10.2014	Freelance FX-Artist at CinePostproduction GmbH, Berlin
06.2013 - 06.2014	Employment as CG/FX-Artist at CinePostproduction GmbH, Berlin
09.2012 - 04.2013	Freelance 3D-Artist at Pixomondo Images, Berlin
09.2012	Freelance 3D-Artist at dondon Kähler Pelzer GbR, Berlin
03.2012 - 06.2012 08.2011 - 12.2011	Freelance 3D-Artist at Pixomondo Images, Berlin
11.2010 - 08.2011	Freelance 3D-Artist at Exozet Effects GmbH, Potsdam
09.2010 - 10.2010	Freelance 3D-Artist at Storz & Escherich GbR, Berlin
08.2010 - 09.2010	Freelance 3D-Artist at Fish Blowing Bubbles GmbH, München
04.2010 - 05.2010	Freelance 3D-Artist at dondon Kähler Pelzer GbR, Berlin
03.2010 - 04.2010 11.2009 - 01.2010	Freelance 3D-Artist at RISE FX GmbH, Berlin
04.2009 - 10.2009	Employment as Junior 3D-Artist at RISE FX GmbH, Berlin
01.2009 - 04.2009	Internship as 3D-Artist/Compositing-Artist at RISE FX GmbH, Berlin

Education

09.2004 - 02.2008	The German Film School, Elstal, Germany Graduated with German diploma (equiv. to masters) in 3D-animation.
09.2000 - 12.2004	University of Applied Sciences Braunschweig/Wolfenbüttel, Salzgitter, Germany Graduated with German diploma (equiv. to masters) in media design.

Skills

3D Software

Houdini	■■■■
Maya	■■□□
ZBrush	■□□□

2D Software

Nuke	■■□□
Photoshop	■■□□

Languages

German	■■■■
English	■■■□
Houdini VEX	■■■□
Python	■□□□

■□□□ - beginner

■■□□ - intermediate

■■■□ - advanced

■■■■ - expert